



Program Logic

Project Brief

In this project, students will create a JavaScript/jQuery-based quiz or game that demonstrates an understanding of fundamental programming concepts. The completed program must utilize variables, conditional logic, functions and event handling and show an ability to traverse and manipulate the elements on the page using Javascript/jQuery. The program must include the following components:

- a home/splash page featuring a brand, logo or wordmark and a brief description of the work,
- a minimum of three screens or “scenes” the user passes through,
- a mechanism for recording user feedback on each of the three (or more) screens,
- a results screen that displays a dynamic message based on the feedback gathered in step three, and
- a restart button to begin the experience again.

Students are responsible for the creation of their own content. However, research data is permissible. The subject of the website can be a portfolio of art and/or design work or a project for an organization, company, cause or side project – real or fictitious. Photographs and resources used in the creation of the project must respect copyright notices and clearly list their sources.

Deliverables

- Project overview including a description of the subject/purpose of the program and brief notes on the audience for the piece, an outline the user story, a description of the user journey (where do they enter, what do they do, when are they done), a description of the outcome and any other notable features. In addition, students must submit basic graphic mockups/wireframes, one image per screen (see Project Brief), depicting the flow through the program. **Due 10/13/15**
- A working interactive program using jQuery/JavaScript. See Project Brief (above) for specific program requirements. The pages that make up the program must be saved in a folder containing appropriate subdirectories for images, CSS and JavaScript/jQuery. **Due 10/27/15**

Grading Criteria

- Coding – The source code for the website must be generated by the student and not employ the work of other designers and developers. See the Project Brief for JavaScript/jQuery code requirements. (40 Points)
- Content and Aesthetic – The content of the piece is thoughtfully considered. Images and/or graphics are well-framed, clear and consistent with the overall look and feel of the piece. (30 Points)
- Overall Execution – The completed program feels like a polished and well-integrated package. Graphics, photography and message are consistent and well produced with an eye for detail. (10 Points)
- Project Management – All deadlines were met and assignments were completed in accordance with specified descriptions. (10 Points)
- Presentation – The final presentation of the work was well thought out and thoughtfully communicated. Design and development decisions were shared in an effort to help the audience understand the rationale for specific choices. (10 Points)

Class Outline for the Project (subject to revisions)

10/6 (Tu)

- Project introduction, review of variables and functions
- Introducing arrays, randomization and setInterval()

10/8 (Th)

- Program logic, approaches to problem solving, planning and executing a program
- Traversing the document, updating variables and conditional logic
- *Homework (due on 10/13) – complete project concept and wireframes (see Deliverables)*

10/13 (Tu)

- No class (MLK Day switch)

10/15 (Th)

- Program logic, approaches to problem solving, planning and executing a program
- Tracking and displaying progress values in the user interface

10/20 (Tu)

- Polishing the user interface with CSS transitions

10/22 (Th)

- Organizing and refactoring your code
- Notes on presentation – sharing your development process

10/27 (Tu)

- Critique of Project 2